



climate simulation "Warren P Porter" -2006 -2

[Advanced Scholar Search](#)

[Scholar Preferences](#)

[Scholar Help](#)

**Scholar** Results 1 - 5 of 5 for climate simulation "Warren P Porter" -2006 -2005 -2004 -2003 -2002 -2001 (

Tip: Try removing quotes from your search to get more results.

[Modeling Global Macroclimatic Constraints on Ectotherm Energy Budgets - group of 3 »](#)

BW GRANT, WP PORTER - Integrative and Comparative Biology, 1992 - icb.oxfordjournals.org

... W. GRANT 2 AND **WARREN P. PORTER** Department of ... The **simulation** proceeds by specifying physical characters of ... occur, are obtained from standard **climate** data sets ...

Cited by 19 - Related Articles - Web Search

[Response to Gibson](#)

FC James, WP Porter - Copeia, 1984 - JSTOR

... **Warren P. Porter**. ... He needs to do a **simulation** with different values of the parameters and ... It is a refinement of the **climate** graphs in Porter and Gates (1969 ...

Web Search

[The effect of the thermal environment on the ability of hatchling Galapagos land iguanas to avoid ...](#)

KA Christian, CR Tracy - Oecologia, 1981 - Springer

... Temperatures required for the **simulation** were measured at ... basking long enough to attain an elevated temperature. ... Inc.; Eureka Tents; and by **Warren P. Porter** ...

Cited by 84 - Related Articles - Web Search

[WATER AND ENERGY LIMITATIONS ON FLIGHT DURATION IN SMALL MIGRATING BIRDS - group of 2 »](#)

JIM JAEGER - The Auk, 1992 - elibrary.unm.edu

... CARMiFi BERRY PINSHOW, 1 **WARREN P. PORTER**, 2 AND ... in small migrating birds with a computer-**simulation** model ... oxygen extraction and expired air temperature are the ...

Cited by 29 - Related Articles - View as HTML - Web Search

[Limits to species richness in a continuum of habitat heterogeneity: An ESS approach - group of 2 »](#)

WA Mitchell - Evolutionary Ecology Research, 2000 - phyllostis.unm.edu

... of environments that separate co-existing species include continuous variables such as percent vegetation cover (Abramsky, 1988), temperature (Tilman and Pacala ...

Cited by 7 - Related Articles - View as HTML - Web Search

[Google Home](#) - [About Google](#) - [About Google Scholar](#)

©2006 Google



climate simulation animal "John W. Mitchell" -2

[Advanced Scholar Search](#)

[Scholar Preferences](#)

[Scholar Help](#)

**Scholar** Results 1 - 3 of 3 for climate simulation animal "John W. Mitchell" -2006 -2005 -2004 -2003 -2002

Tip: Try removing quotes from your search to get more results.

Behavioral Implications of Mechanistic Ecology II: The African Rainbow Lizard, Agama agama

WP Porter, FC James - Copeia, 1979 - JSTOR

... not burrow, we did not attempt a careful **simulation** of deep ... The **climate** of the Gold Coast. ... Heat transfer from **animal** appendage shapes-cylinders, arcs, and cones ...

Cited by 7 - Related Articles - Web Search

Stand-Alone Power Systems for the Future: Optimal Design, Operation & Control of Solar-Hydrogen ... - group of 2 »

Ø Ulleberg - NTNU, Trondheim, Norway, 1998 - hydrogems.no

... Sanford A. Klein, **John W. Mitchell**, and John A ... IPCC Intergovernmental Panel on Climate Change IPV ... Solar Energy Society JUlsim JUelich **SIMulation** program LEO Low ...

Cited by 14 - Related Articles - Web Search

Theory was all about! Under the benign blanket of the GI Bill it was an anxiety-free and

RE Kuenne, L Lahr - JOURNAL OF REGIONAL SCIENCE, 1995 - Blackwell Synergy

... Valuing Nature: The Decline and Preservation of Old Growth Forests, by Douglas

E. Booth. Review by **John W. Mitchell** ..... 173 176 179 180 ...

Web Search

climate simulation animal "John W. Mitchell"

[Google Home](#) - [About Google](#) - [About Google Scholar](#)

©2006 Google



climate simulation animal "animal conditions" -

[Search](#)

[Advanced Scholar Search](#)

[Scholar Preferences](#)

[Scholar Help](#)

**Scholar** Results 1 - 10 of 10 for climate simulation animal "animal conditions" -2006 -2005 -2004 -2003 -2

An Ecologically Based Simulation-Optimization Approach to Natural Resource Planning

GL Swartzman, GMV Dyne - Annual Review of Ecology and Systematics, 1972 - JSTOR

... and shrub population equations, q for the **animal** energetics equations ... The driving variables for the **simulation** model are temperature (Tt), precipitation ...

Cited by 4 - Related Articles - Web Search

AN ECOLOGICALLY BASED SIMULATION-OPTIMIZATION APPROACH TO NATURAL BESOUBCE PLANNING - group of 2 »

L Gomos - Annual Reviews

... commons in the overall model, the **climate** must be ... range condition indices, **animal** numbers, **animal** weights, etc ... lands of coupling a complex **simulation** model to a ...

Web Search

[book] Naturalistic Environments in Captivity for Animal Behavior Research

EF Gibbons, EJ Wyers, EU Waters, EF Gibbons - 1994 - books.google.com

Page 1. Naturalistic Environments in Captivity for Animal Behavior Research Th ieOne ...

Page 3. Naturalistic Environments in Captivity for Animal Behavior Research ...

Cited by 2 - Related Articles - Web Search

A review of bio-economic models - group of 2 »

DR Brown - Cornell African Food Security and Natural Resources ..., 2000 - aem.cornell.edu

... services) – not to mention an uncertain political **climate**. ... The **animal** biology model for feed intake, production ... of a bio-economic herd **simulation** model to ...

Cited by 3 - Related Articles - View as HTML - Web Search

POTENTIAL IMPACT OF FOOT-AND-MOUTH DISEASE IN CALIFORNIA - group of 4 »

JM Ekboir - Agricultural Issues Center, Division of Agriculture and ..., 1999 - aic.ucdavis.edu

... Union FAS Foreign Agricultural Service (USDA) FADDL Foreign **Animal** Disease Diagnostic ...

International Office of Epizootics UHT Ultra high temperature UR Uruguay ...

Cited by 20 - Related Articles - View as HTML - Web Search - Library Search

CSIRO LAND and WATER - group of 3 »

EP Wanilla - clw.csiro.au

... **Climate** data from 1957-1998 were used for the farm scale water balance modelling, giving a 42 year **climate** record for **simulation**. ...

Related Articles - Web Search

Assessment of Salinity Management Options for Lake Warden Catchments, Esperance, WA: Groundwater and ...

R Short, R Salama, D Pollock, T Hatton, W Bond, Z ... - 2000 - audit.ea.gov.au

... **Climate** data from 1957-1998 were used for the farm scale water balance modelling, giving a 42 year **climate** record for **simulation**. ...

Cited by 7 - Related Articles - View as HTML - Web Search

Assessment of Salinity Management Options for Wanilla Catchment, Eyre Peninsula: Groundwater and ...

M Stauffacher, W Bond, A Bradford, J Coram, W ... - 2000 - audit.ea.gov.au

... **Climate** data from 1957-1998 were used for the farm scale water balance

modelling, giving a 42 year **climate record for simulation**. ...

[Cited by 2](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

[BOOK] [Successes, Limitations, and Frontiers in Ecosystem Science](#)

ML Pace, PM Groffman - 1998 - books.google.com

... 16 **Simulation Modeling in Ecosystem Science** 404 ... cycles, eco- logical complexity and biodiversity, and ecological response to **climate change** frequently focus on ...

[Cited by 23](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#) - [BL Direct](#)

[Atomic Spectrometry Update—Advances in atomic absorption and fluorescence spectrometry and related ... - group of 7 »](#)

SJ Hill, JB Dawson, WJ Price, IL Shuttler, CMM ... - Journal of Analytical Atomic Spectrometry, 1998 - [pubs.rsc.org](#)

... that, in addition to raising the temperature of the silica surface, ... analysis of cat and dog food supplements containing vitamin-mineral conditioners. ...

[Cited by 9](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

[Google Home](#) - [About Google](#) - [About Google Scholar](#)

©2006 Google

**Recent Searches**[Close window](#) | [Help](#)Add terms to your search using: **AND** 

2. author (John W. Mitchell)

*Database:* Dissertations & Theses

*Look for terms in:* Citation and abstract

*Publication type:* All publication types

**1 result****Add to Search****Set Up Alert** 

1. author (Warren P. Porter)

*Database:* Dissertations & Theses

*Look for terms in:* Citation and abstract

*Publication type:* All publication types

**0 result****Add to Search****Set Up Alert** [Close window](#) | [Help](#)

**PORTAL**  
USPTO

Subscribe (Full Service) Register (Limited Service, Free) Login

Search:  The ACM Digital Library  The Guide

"microclimate conditions" + "animal" + "simulator" **SEARCH**

THE ACM DIGITAL LIBRARY

 [Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Terms used microclimate conditions animal simulator

Found 2,486 of 184,245

Sort results by   [Save results to a Binder](#)

[Try an Advanced Search](#)  
[Try this search in The ACM Guide](#)

Display results   [Search Tips](#)  
 [Open results in a new window](#)

Results 1 - 20 of 200

Result page: **1** [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale **1** Using animation to enhance a marine-terminal Monte Carlo simulator Rodney W. CyrDecember 1992 **Proceedings of the 24th conference on Winter simulation****Publisher:** ACM PressFull text available:  [pdf\(273.96 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)**2** The design, implementation, application and comparison of two highly automated traffic simulators

Peter Lorenz, Thomas Schulze, Thomas J. Schriber

December 1994 **Proceedings of the 26th conference on Winter simulation****Publisher:** Society for Computer Simulation InternationalFull text available:  [pdf\(897.56 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**3** Crowd and group animation Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas SuttonAugust 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04****Publisher:** ACM PressFull text available:  [pdf\(20.19 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

**4** Animation: Dynamic Animation and Control Environment

Ari Shapiro, Petros Faloutsos, Victor Ng-Thow-Hing

May 2005 **Proceedings of the 2005 conference on Graphics interface GI '05****Publisher:** Canadian Human-Computer Communications SocietyFull text available:  [pdf\(309.04 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We introduce the Dynamic Animation and Control Environment (DANCE) as a publicly available simulation platform for research and teaching. DANCE is an open and extensible simulation framework and rapid prototyping environment for computer animation. The main focus of the DANCE platform is the development of physically-based controllers for articulated figures. In this paper we (a) present the architecture and potential applications of DANCE as a research tool, and (b) discuss lessons learned in d ...

**Keywords:** dynamic animation, graphics system

**5 Simulation languages and simulators**

 Jerry Banks  
December 1992 **Proceedings of the 24th conference on Winter simulation**

**Publisher:** ACM Press

Full text available:  [pdf\(705.89 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)



**6 Pavlov: an interface builder for designing animated interfaces**

 David Wolber  
December 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4

Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(1.09 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



Conventional interface builders provide little support for interactive development of interfaces with application-specific graphics. Some Programming by Demonstration (PBD) systems do provide such support, but none provide full support for demonstrating interfaces, such as those in games, in which the graphics are animated. This article proposes a number of techniques for creating animated interfaces, all of which have been included in an exploratory system, Pavlov. Many of ...

**Keywords:** animation, programming by demonstration, user interface design environments

**7 AutoMod product suite tutorial (AutoMod, Simulator, AutoStat) by AutoSimulations**

 Matthew Rohrer  
December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation--a bridge to the future - Volume 1**

**Publisher:** ACM Press

Full text available:  [pdf\(151.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



**8 Animating automata: a cross-platform program for teaching finite automata**

 Michael T. Grinder  
February 2002 **ACM SIGCSE Bulletin , Proceedings of the 33rd SIGCSE technical symposium on Computer science education SIGCSE '02**, Volume 34 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(552.50 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



The FSA Simulator is a Java program created to allow computer science students to experiment with finite state automata. The program is able to simulate both deterministic and nondeterministic automata. Pre-defined automata can be loaded from files or students can create their own. Although this project is similar to others, it has its own

unique features. The development history, features, and future plans for this program are discussed.

**9 A graphic workflow simulator for factory simulation**

Ralph R. Duersch, Marc A. Laymon

January 1984 **Proceedings of the 17th annual symposium on Simulation**

**Publisher:** IEEE Press

Full text available:  [pdf\(1.18 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes the features and an implementation of a discrete systems simulator developed to simulate most manufacturing operations, to predict their performance. It is a tool intended for use by planners and manufacturing engineers who have little if any experience using them. The simulator incorporates graphics and question-and-answer interfaces to build the simulation without the user's need to know any programming language. It presents the results of the simulations in easy-to-u ...

**10 Optimization-based animation**

 Victor J. Milenkovic, Harald Schmidl

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available:  [pdf\(261.52 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Current techniques for rigid body simulation run slowly on scenes with many bodies in close proximity. Each time two bodies collide or make or break a static contact, the simulator must interrupt the numerical integration of velocities and accelerations. Even for simple scenes, the number of discontinuities per frame time can rise to the millions. An efficient optimization-based animation (OBA) algorithm is presented which can simulate scenes with many convex three-dimensional bodies settling ...

**Keywords:** animation, animation w/ constraints, physically based animation, physically based modeling, scientific visualization, solid modeling

**11 GAME: an object-oriented approach to computer animation in flexible manufacturing system modelling**

Daniel Breugnot, Michel Gourgand, David Hill, Patrick Kellert

April 1991 **Proceedings of the 24th annual symposium on Simulation ANSS '91**

**Publisher:** IEEE Computer Society Press

Full text available:  [pdf\(1.43 MB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

**12 The ALVW system: an interface for smart behavior-based 3D computer animation**

 Alfredo Pina, Francisco J. Seron, Diego Gutierrez

June 2002 **Proceedings of the 2nd international symposium on Smart graphics SMARTGRAPH '02**

**Publisher:** ACM Press

Full text available:  [pdf\(1.75 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes the ALVW system, a high-level interface for producing smart behavior-based 3D Computer Animation. The system allows the design and simulation of virtual worlds, environments and their inhabitants. Once the simulation of the virtual ecosystem is run, the results are transferred to a commercial 3D program, where a realistic animation can be produced based on the transferred data. The concatenation of

all these processes allows us to produce a realistic 3D Computer Animation sh ...

**Keywords:** artificial life, behavior modeling, computer animation, interface, synthetic actors

**13 K9: a simulator of distributed-memory parallel processors**

 P. Beadle, C. Pommerell, M. Annaratone

August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**

**Publisher:** ACM Press

Full text available:  [pdf\(2.43 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

K9 is a software package for the simulation and performance evaluation of distributed-memory parallel processors (DMPPs). It is written in C++ and runs on Sequent Symmetry and SUN-3. K9 provides the user with four building-blocks (processor cells, communication channels, multi-port shared-memories, and I/O processors), and one abstraction mechanism (the DMPP interconnection topology). Application code for K9 can be written in C++ or C. When timing analysi ...

**14 Applications in logistics, transportation, and distribution: Manufacturing supply chain applications 2: logistic simulator for steel producing factories**

Steven C. Hamoen, Dirk-Jan Moens

December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**

**Publisher:** Winter Simulation Conference

Full text available:  [pdf\(294.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The logistic processes in most steel producing plants are very complex. To assist the decision makers in steel producing plants, Incontrol Enterprise Dynamics have developed for and in cooperation with SMS Demag in Germany, a simulator that can be used to rapidly model any steel plant. The Steel Plant Simulator has been built using the software package Enterprise Dynamics® and allows for rapid insight into the influences of lay-out changes, process and speed parameters, length of producti ...

**15 Performance animation and motion quality: AER: aesthetic exploration and refinement for expressive character animation**

 Michael Neff, Eugene Fiume

July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

**Publisher:** ACM Press

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Our progress in the problem of making animated characters move expressively has been slow, and it persists in being among the most challenging in computer graphics. Simply attending to the low-level motion control problem, particularly for physically based models, is very difficult. Providing an animator with the tools to imbue character motion with broad expressive qualities is even more ambitious, but it is clear it is a goal to which we must aspire. Part of the problem is simply finding the r ...

**16 The knob & switch computer: A computer architecture simulator for introductory computer science**

 Grant Braught, David Reed

December 2001 **Journal on Educational Resources in Computing (JERIC)**, Volume 1 Issue 4

**Publisher:** ACM Press

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

Full text available: [pdf\(382.95 KB\)](#)

[terms](#)

The Knob & Switch Computer is a computer architecture simulator designed to teach beginning students the basics of computer organization. It differs from existing simulators in two significant ways: (1) it incorporates cognitive hooks in the form of knobs and switches that encourage exploration and discovery on the part of the student; and (2) it can be presented one component at a time, starting with a simple interactive data path and building incrementally to a full-featured stored ...

**Keywords:** Computer architecture simulator, education, knob & switch

**17 Composable controllers for physics-based character animation** 

 Petros Faloutsos, Michiel van de Panne, Demetri Terzopoulos  
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available: [pdf\(2.04 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An ambitious goal in the area of physics-based computer animation is the creation of virtual actors that autonomously synthesize realistic human motions and possess a broad repertoire of lifelike motor skills. To this end, the control of dynamic, anthropomorphic figures subject to gravity and contact forces remains a difficult open problem. We propose a framework for composing controllers in order to enhance the motor abilities of such figures. A key contribution of our composition framework ...

**Keywords:** character animation, computer animation, physics-based animation control, physics-based modeling

**18 Simulation: Cartoon rendering of smoke animations** 

 Andrew Selle, Alex Mohr, Stephen Chenney  
June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

**Publisher:** ACM Press

Full text available: [pdf\(246.56 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe a technique for generating cartoon style animations of smoke. Our method takes the output of a physically-based simulator and uses it to drive particles that are rendered using a variant of the depth differences technique (originally used for rendering trees). Specific issues we address include the placement and evolution of primitives in the flow and the maintenance of temporal coherence. The results are visually simple, flicker-free animations that convey the turbulent, dynamic nat ...

**Keywords:** cartoon rendering, non-photorealistic rendering, smoke rendering, smoke simulation

**19 Three simulator tools for teaching computer architecture: Little Man computer, and** 

 RTLSim  
Cecile Yehezkel, William Yurcik, Murray Pearson, Dean Armstrong  
December 2001 **Journal on Educational Resources in Computing (JERIC)**, Volume 1 Issue 4

**Publisher:** ACM Press

Full text available: [pdf\(802.85 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Teaching computer architecture (at any level) is not an easy task. To enhance learning, a

critical mass of educators has begun using simulator visualizations of different computer architectures. Here we present three representative computer architecture simulators for learning which show that there is a growing consensus for computer simulation as a teaching tool for complex dynamic processes, such as underlying computer operations. Simulators also show the wide spectrum of pedagogical g ...

**Keywords:** Computer architecture simulators, education

**20 Animation: Building a virtual factory**

 Jochen Manfred Quick, Chao Zhu, Haibin Wang, Meehae Song, Wolfgang Müller-Wittig  
June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '04**

**Publisher:** ACM Press

Full text available:  [pdf\(332.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we describe a visualisation system which helps simulation experts transform discrete simulation models and results into animated scenes in a virtual environment. The system aims to significantly reduce production costs and error sources during the generation process of visualisations. The means to achieve these goals are the development of a framework for the translation of simulation results into animations, reuse of animation elements, and the implementation of customization too ...

**Keywords:** animation, simulation, virtual factory, visualisation

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2006 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)



Subscribe (Full Service) [Register \(Limited Service, Free\)](#) [Login](#)  
Search:  The ACM Digital Library  The Guide  
"ecotherm" + "macroclimatic"

## Nothing Found

Your search for "ecotherm" + "macroclimatic" did not return any results.

You may want to try an [Advanced Search](#) for additional options.

Please review the [Quick Tips](#) below or for more information see the [Search Tips](#).

### Quick Tips

- Enter your search terms in lower case with a space between the terms.

sales offices

You can also enter a full question or concept in plain language.

Where are the sales offices?

- Capitalize proper nouns to search for specific people, places, or products.

John Colter, Netscape Navigator

- Enclose a phrase in double quotes to search for that exact phrase.

"museum of natural history" "museum of modern art"

- Narrow your searches by using a **+** if a search term must appear on a page.

museum +art

- Exclude pages by using a **-** if a search term must not appear on a page.

museum -Paris

Combine these techniques to create a specific search query. The better your description of the information you want, the more relevant your results will be.

museum +"natural history" dinosaur -Chicago

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	0	porter-warren.in.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 13:47
2	BRS,	L2	10664	porter.in.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 13:48
3	BRS	L3	2	porter-warren-p.in.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 13:48
4	BRS	L4	27	mitchell-john-w.in.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 13:49
5	BRS	L6	9027	(animal same characteristics) and (mode\$3 or simula\$3)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 13:51

	Type	L #	Hits	Search Text	DBs	Time Stamp
6	BRS	L7	117	(animal adj characteristics) and (mode\$3 or simula\$3)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 13:55
7	BRS	L8	497	703/11.ccls.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 13:55
8	BRS	L9	0	(animal and disease and microclimate).ti.	USPAT	2006/08/25 14:33
9	BRS	L10	48	(animal and disease and microclimate)	USPAT	2006/08/25 14:33
10	BRS	L12	3	(animal same disease same microclimate)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 14:33
11	BRS	L11	84	(animal and disease and microclimate)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 14:38
12	BRS	L13	498	71/15.ccls.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 14:49

	Type	L #	Hits	Search Text	DBs	Time Stamp
13	BRS	L14	39	(microclimate same animal)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 14:53
14	BRS	L15	843	47/1.01R.ccls.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 14:53
15	BRS	L16	625	(animal same decompos\$3)	USPAT	2006/08/25 15:10
16	BRS	L17	4394	(animal same decompos\$3)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:10
17	BRS	L18	0	(animal same decompos\$3 same simulation)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:10
18	BRS	L19	0	((animal same decompos\$3) near simulation)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:11

	Type	L #	Hits	Search Text	DBs	Time Stamp
19	BRS	L20	929	(animal adj conditions)	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:11
20	BRS	L21	1	(animal adj conditions) same simulation	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:11
21	BRS	L22	0	(animal adj conditions) nearsimulation	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:11
22	BRS	L23	0	(animal adj conditions) near simulation	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:11
23	BRS	L24	30	(animal adj conditions) and simulation	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:15

	Type	L #	Hits	Search Text	DBs	Time Stamp
24	BRS	L25	11	(animal adj conditions).ti.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:16
25	BRS	L26	2722	600/300.ccis.	US- PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	2006/08/25 15:16

# Interference

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L27	409	(animal.clm.) same (data.clm.)	US- PGPUB	2006/08/25 15:34
2	BRS	L30	409	(animal.clm.) same (data.clm.)	US- PGPUB	2006/08/25 15:39
3	BRS	L31	0	(animal.clm.) same (environment\$3) same conditions	US- PGPUB	2006/08/25 15:39
4	BRS	L32	544	(animal adj model\$3).clm.	US- PGPUB	2006/08/25 16:08
5	BRS	L33	2	(animal adj model\$3).clm. same radiation	US- PGPUB	2006/08/25 16:08

TS